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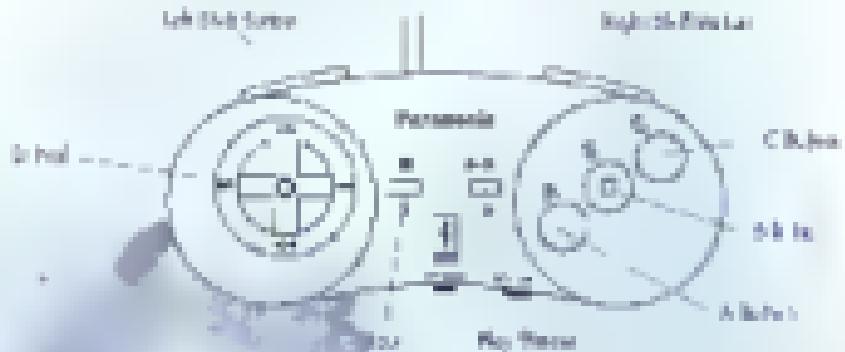
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Starting the Game

- 1 Turn ON the power switch on your STO Interactive Multiplayer. The STO logo indicates that the unit is on.
- 2 Move your Control Pad's plug into the Control Port on the Multiplexer control board. Plug the power OFF plug in a control pod and turn the power ON.
- 3 Press the STO/CLOS button. The display flashes.
- 4 Insert your game disc into the disc tray (label side up) and press OPEN/CLOS to retract the tray. The STO logo appears. If you don't see it after a few seconds turn OFF the power and begin again at step 1.
- 5 When the intro animation ends, the first video segment begins. After this video, the first mission is loaded. Press PLAY/PAUSE or any button to view the Main Menu. (See Options on page 6 to learn more about setting up the game.)
- 6 Once you have set up the options from the Main Menu, press PLAY/PAUSE to start the mission.





Command Summary

Overall

Autotransformers for single-phase voltage supply

Pause the game: **PLAY/PAUSE**

Comments after having produced PLAT/PAUSE

Extension: RAY/PAULINE STOP

Press Right Arrow from video PAUSE/PAUSE

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Java Right Brain Model

TeamLab Digital Art

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Page 2 Full UP

Threshold Right Shift or A

Boggle between Radar/Windscreen Wiper: STOP
Refuel. Fly directly under the refueling aircraft

Firing

For more:

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Options

To select any of the following options, D-Pad UP/DOWN then press C

When you have set the game up, press PLAY/PAUSE to launch the game

Save Game

Once you have completed all of your missions, an ending screen offers two choices: CONTINUE and START OVER from zero

- To resume your mission, select CONTINUE at the ending screen
(Once the mission, you may exit the game.)

Note: If you select START at the ending screen, your game will be erased and you will start back at level 1

New Game

You can use the pitchwheel slider as you spell out your own name. When you have set up a new name, press PLAY/PAUSE to return to the Main Menu

To change NAME

- D-Pad RIGHT to move the cursor under the first letter
- D-Pad UP/DOWN to change letters
- When you've spelled the name, D-Pad LEFT/RIGHT to highlight NAME

To change DIFFICULTY

- D-Pad DOWN to highlight RANK (Difficulty)
- Left/Right to highlight CADET, TROOPER or ACE (Ace is the most difficult, Cadet the easiest.)

Press PLAY/PAUSE to return to the Main Menu

Note: A new player name will appear in the Roster only after you have saved a mission

Roster

To return to a game

- 1 Press UP/DOWN to highlight the game you wish to return to
- 2 Press B to return the highlighted game, or press C to cancel the highlighted game
- 3 Press PLAY/PAUSE to return to the Main Menu

Highlight Up to see which game can be loaded automatically. You can overwrite a saved game.

Training

If you have yet to complete a mission you can train only in a simulated battlefield with tanks and planes. Fly a training mission or any mission you have already completed. Scoring will carry over to the next level.

To Select a training mission

- 1 Press LEFT/RIGHT to select the number of the mission on which you wish to train.
- 2 Press PLAY/PAUSE to begin the mission

Help

To view the control pad layout menu C

Your Aircraft/Cockpit

The F177 comes in four types: Hunter, Hunter, Hunter, Hunter. The aircrafts are the fighter before each mission according to the mission objectives.

Cockpit



Direct fire mode

Vehicle Repair 5 degree

Detonate

Roll & Turn

Attack

Attack mode

Low velocity =
Fast velocity

Left stick

Right stick

Middle Left stick

Middle Right stick

Shield Indicator

Displays shield energy remaining. When the red bar disappears the F177 is able to use energy weapons.

Laser Indicator

Displays laser energy remaining. When the green bar disappears the F177 cannot fire lasers.

Fuel Indicator

Displays fuel energy remaining. When the blue bar disappears the F177 is out of fuel.

Player Indicator

Indicates when the game is paused. When the green is passed information on your performance appears.

Voice Signal Analyzer

Indicates when UF, the Player, or other pilots are providing information.

Pitch & Yaw

Pitch Indicator: the F177's degree of climb or dive, and yaw indicates the F177's degree of roll.

Altimeter

Indicates the altitude of the F177.

Odometer

Indicates the number of blocks the F177 must travel before completing the mission.

Threat Indicator

Indicates when the Thresher has been activated.

Missile Banks

Indicates the number of remaining missiles per bank.

Direction Indicator

Indicates direction. Center the indicator in its window to head on course.

Flight Path Indicator

Indicates "Safe Zone" the area in which the F177 will not be hit by friendly fire.

Targeting and Firing

- To Target: D-Pad UP/DOWN/LEFT/RIGHT until the target window turns red. Depending on how far away it is, the target might be visible through the target window.
- To Fire Lasers: Press B. Hold B to fire continuously.
- To Fire Missiles: Press C.



Refueling

Invariably you run low on fuel, ammunition, and shields. To re-supply the F177's fuel and ammunition, fly directly under one of the refueling drogues located throughout each mission.

Lives & Mission Evaluation

Each pilot begins the game with three attempts. An additional attempt is awarded for each mission and if you complete all mission objectives.

The Mission Evaluation influences your score: the more lives and the fewer enemy targets destroyed, the higher your total score.

Note: During Training your scores don't carry over to the next level.

Moving Through Missions

To move the F177 from one mission to the next you must successfully complete all the missions. To successfully complete a mission you must accomplish the objectives outlined by the commanding officer. At the beginning of each mission the on-line computer Intelligent Mission Control (IMC), provides useful information prior to takeoff and outlines mission objectives throughout each mission.

A Note On Targets

Alien vehicles are equipped with armor of varying strength. Most are equipped with weapons. At level 10 there are gravity wells and anti-gravity wells.

Gravity wells are sunken pools that run across and under the F177. Once you are caught by a gravity well, tilt the nose of the F177 down and fire to destroy the well.

Anti-gravity wells are the blue color forming half circles.

